
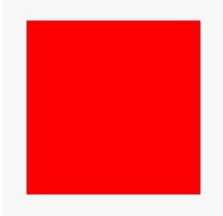




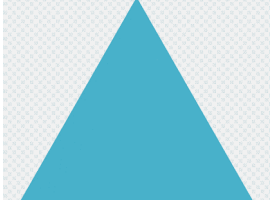






Shape Patterns	
AGE RANGE	3-4
Activity for...	Single with robot
Author	Melda Ersoy, İdeal Çocuk Kindergarten, Turkey.
DURATION / TIMING:	20-30 minutes
REQUIRED MATERIALS:	<p>Geometric shape pictures, 1 box, hook and loop board, board prepared for Robot Doc, Robot Doc</p>       
PREPARATION OF THE ENVIRONMENT:	<p>Hook and loop board and boxes with geometric shapes are placed in the classroom environment. Cards with geometric shapes are brought to the classroom environment and the transition is made to the introductory stage of the activity.</p>



**DETAILED
DESCRIPTION:**
How the activity is
implemented?

1st Stage

- The teacher tells the child that they are going to play a game and the child and teacher are seated together. Prepared cards with square, triangle, rectangle, ellipse, pentagon shapes are shown. While playing, the child is given a card. The child starts walking around the class by saying the feature of the shape on this card, and the teacher tries to guess the shape.
- A pattern on the floor is shown to the child and a conversation is started between the child and the teacher. Teacher asks questions about this pattern.
- After that, teacher says a geometric shape pattern with rules of 2-1, 2-2 or 3-1( or ) and the child try to create this pattern on the hook and loop board. The geometric shapes are in the box and the child finds the geometric shape related to the pattern from the box and places it on the hook and loop board.



Child create the pattern on the hook and loop board.

2nd Stage

- Robot Doc and the board are laid on the ground. Relevant geometric shapes are placed on the board. The teacher tells a pattern according to the rules specified earlier. According to their roles, the child moves the Robot Doc according to the rule of the pattern. On the hook and loop board, both the pattern he/she has told to the speaker and the pattern in which Robot Doc was coded are placed one under the other. Afterwards, a comparison and an evaluation are



	made between the teacher and the child. In each round, the roles continue by changing and the activity ends at the end of the 5th Round.
ROLES of the CHILDREN	Child actively participates to the activity, follow instruction and the feedback of the teacher.
ROLE of the TEACHER:	He/she places media preparation and boards. In the introductory stage of the activity, he/she introduces the pattern models to the child and supports him/her in creating the pattern rules.
EXTRA RESOURCES	
Other remarks / Hints for the implementation	<p>EVALUATION:</p> <ul style="list-style-type: none"> ● Where do we encounter geometric shapes in daily life? ● Have you noticed an image/object/situation that we can call a pattern in your life? ● What can we explain in life with patterns? ● What difficulties did you have while fulfilling your role? ● What would you like to change at the activity?
References, if any	